WEST Search History

| Hide Items | Restore | Clear | Cancel |

DATE: Friday, April 29, 2005

Hide?	Set Name	Query	Hit Count
		DB=USPT; PLUR=YES; OP=OR	
☐	L13	L12 and electronic same comparison	18
☐	L12	design same layer$1 and graphic$3 and algorithm and (combin$5 or synthesiz$4) and polarity and instruction	159
☐	L11	design sme layer$1 and graphic$3 and algorithm and (combin$5 or synthesiz$4) and polarity and instruction	1172865
☐	L10	l5 and layer$1 and verification and algorithm and graphic$3 and (combin$5 or synthesiz$4)	1
☐	L9	l5 and layer$1 and vreification and algorithm and graphic$3 and (combin$5 or synthesiz$4)	0
		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI; PLUR=YES; OP=OR	
☐	L8	l5 and design same layer$1 and combin$4 and verification and algorithm and graphic$3	1
☐	L7	verif$5 same data and layer$1 and algorithm and graphic$3 and l5	15
☐	L6	716/11.ccls.	648
☐	L5	345/629.ccls.	894
☐	L4	345/964.ccls.	0
☐	L3	345/630.ccls.	164
☐	L2	345/419.ccls.	1990
☐	L1	345/418.ccls.	1086

END OF SEARCH HISTORY

Terms used
design layers and **graphical representation veryfying design layer**

Found **3,487** of **154,226**

Sort results by [relevance ▼]

Display results [expanded form ▼]

🔖 Save results to a Binder
❓ Search Tips
☐ Open results in a new window

Try an Advanced Search
Try this search in The ACM Guide

Results 1 - 20 of 200   Result page: **1** 2 3 4 5 6 7 8 9 10   next
Best 200 shown   Relevance scale ☐ ▭ ▬ ▮ ■

1 **Layered virtual machine/object-oriented design**   ■
Ken Shumate
July 1988 **Proceedings of the fifth Washington Ada symposium on Ada**

Full text available: 📄 pdf(1.09 MB)   Additional Information: full citation, references, citings, index terms

2 **Promoting universal usability with multi-layer interface design**   ■
Ben Shneiderman
June 2002 **ACM SIGCAPH Computers and the Physically Handicapped , Proceedings of the 2003 conference on Universal usability**, Issue 73-74

Full text available: 📄 pdf(1.10 MB)   Additional Information: full citation, abstract, references, citings, index terms

Increased interest in universal usability is causing some researchers to study advanced strategies for satisfying first-time as well as intermittent and expert users. This paper promotes the idea of multi-layer interface designs that enable first-time and novice users to begin with a limited set of features at layer 1. They can remain at layer 1, then move up to higher layers when needed or when they have time to learn further features. The arguments for and against multi-layer interfaces are pr ...

Keywords: first-time user, graphical user interfaces, multi-layer interface, novice user, online help, universal usability

3 **Building a layered database for design automation**   ■
Robert V. Zara, David R. Henke
June 1985 **Proceedings of the 22nd ACM/IEEE conference on Design automation**

Full text available: 📄 pdf(962.36 KB)   Additional Information: full citation, abstract, references, citings, index terms

A layered approach is presented for the database of a distributed, interactive design automation system. Levels of abstraction are described from the point of view of the bottom-up designer. The controversy between the relational and network database formats is explored in the central abstraction: an object-oriented layer which attempts to select the advantages of each of these two formats while avoiding their respective disadvantages. This object-oriented approach treats each of ...

4 AIDS, APL integrated-circuit design system   ■

Paul Penfield

September 1981 **ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL,** Volume 12 Issue 1

Full text available: pdf(699.63 KB)   Additional Information: full citation, abstract, references, index terms

   AIDS is a programming-based language for denoting integrated-circuit mask art-work. In this language, drawings are denoted using supplied APL functions that return graphical objects or collections of them. Although these functions can be invoked interactively, the recommended procedure is to denote an overall drawing as a defined APL function with calls to the AIDS functions. Then executing the function produces the numerical data that represents the drawing, listing ...

5 A structural view of the Cedar programming environment   ■

Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann

August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS),** Volume 8 Issue 4

Full text available: pdf(6.32 MB)   Additional Information: full citation, abstract, references, citings, index terms

   This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

6 3D texture: Volumetric illustration: designing 3D models with internal textures   ■

Shigeru Owada, Frank Nielsen, Makoto Okabe, Takeo Igarashi

August 2004 **ACM Transactions on Graphics (TOG),** Volume 23 Issue 3

Full text available: pdf(461.67 KB)
                mov(19:19 MIN)   Additional Information: full citation, abstract, references

   This paper presents an interactive system for designing and browsing volumetric illustrations. Volumetric illustrations are 3D models with internal textures that the user can browse by cutting the models at desired locations. To assign internal textures to a surface mesh, the designer cuts the mesh and provides simple guiding information to specify the correspondence between the cross-section and a reference 2D image. The guiding information is stored with the geometry and used during the synthe ...

   Keywords: Interactive Techniques, Non-Photorealistic Rendering, Texture Synthesis, Volumetric Modeling

7 The design and implementation of hierarchical software systems with reusable   ■
components

Don Batory, Sean O'Malley

October 1992 **ACM Transactions on Software Engineering and Methodology (TOSEM),** Volume 1 Issue 4

Full text available: pdf(3.15 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

   We present a domain-independent model of hierarchical software system design and construction that is based on interchangeable software components and large-scale reuse. The model unifies the conceptualizations of two independent projects, Genesis and Avoca, that are successful examples of software component/building-block technologies and

domain modeling. Building-block technologies exploit large-scale reuse, rely on open architecture software, and elevate the granularity of programming to ...

Keywords: domain modeling, open system architectures, reuse, software building-blocks, software design

8 A minicomputer based Interactive Graphics System as used for electronic design and automation
Philippe Villers
June 1978 **Proceedings of the 15th conference on Design automation**

Full text available: pdf(836.30 KB)   Additional Information: full citation, abstract, citings, index terms

Described in this paper is the use of a commercially available Interactive Graphics System for electronic design, drafting and documentation. The system is used starting from a rough schematic and ending with a tested, manufactured printed circuit board. Discussed in the paper are major aspects and quantitative results obtained in a range of computer aided tasks. These range from initial P.C. design and prototyping to final production, documentation and testing as performed in a ...

9 The principled design of large-scale recursive neural network architectures--dag-rnns and the protein structure prediction problem
Pierre Baldi, Gianluca Pollastri
December 2003 **The Journal of Machine Learning Research**, Volume 4

Full text available: pdf(231.40 KB)   Additional Information: full citation, abstract, references, index terms

We describe a general methodology for the design of large-scale recursive neural network architectures (DAG-RNNs) which comprises three fundamental steps: (1) representation of a given domain using suitable directed acyclic graphs (DAGs) to connect visible and hidden node variables; (2) parameterization of the relationship between each variable and its parent variables by feedforward neural networks; and (3) application of weight-sharing within appropriate subsets of DAG connections to capture s ...

10 Transparent layered user interfaces: an evaluation of a display design to enhance focused and divided attention
Beverly L. Harrison, Hiroshi Ishii, Kim J. Vicente, William A. S. Buxton
May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: html(44.09 KB)   Additional Information: full citation, references, citings, index terms

11 Design, implementation, and performance measurement of a native-mode ATM transport layer (extended version)
R. Ahuja, S. Keshav, H. Saran
August 1996 **IEEE/ACM Transactions on Networking (TON)**, Volume 4 Issue 4

Full text available: pdf(1.66 MB)   Additional Information: full citation, references, citings, index terms

Keywords: AAL 5, asynchronous transfer mode, native-mode ATM, personal computer, transport layer

12
Component design of retargetable program analysis tools that reuse intermediate

representations
James Hayes, William G. Griswold, Stuart Moskovics
June 2000 **Proceedings of the 22nd international conference on Software engineering**

Full text available: pdf(123.81 KB)   Additional Information: full citation, abstract, references, index terms

Interactive program analysis tools are often tailored to one particular representation of programs, making adaptation to a new language costly. One way to ease adaptability is to introduce an intermediate abstraction—an adaptation layer—between an existing language representation and the program analysis tool. This adaptation layer translates the tool's queries into queries on the particular representation.Our experiments with this approach on the StarTool program ana ...

Keywords: program analysis, retargetability, reuse, software design, software tools

13 Field studies I: Ordering systems: coordinative practices in architectural design and planning
Kjeld Schmidt
November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work**

Full text available: pdf(759.99 KB)   Additional Information: full citation, abstract, references, citings, index terms

In their cooperative effort, architects depend critically on elaborate coordinative practices and artifacts. The paper presents, on the basis of an in-depth study of architectural work, an analysis of these practices and artifacts and shows that they are multilaterally interrelated and form complexes of interrelated practices and artifacts which we have dubbed 'ordering systems'. In doing so, the paper outlines a conceptual framework for investigating and conceiving of such practices.

Keywords: architectural work, classification, common information spaces, coordinative artifacts, indexation

14 Contributions: Design considerations for Picture Production in a Natural Language graphics system
D. C. Brown, B. Chandrasekaran
July 1981 **ACM SIGGRAPH Computer Graphics**, Volume 15 Issue 2

Full text available: pdf(1.21 MB)   Additional Information: full citation, abstract, references, citings

This ongoing research is concerned with the construction of a Picture Production system which has embedded knowledge. The paper discusses the motivation for such a system and gives reasons why knowledge should be included about the objects to be displayed. Some questions and commands in Natural Language are shown to give clues as to the natural structure of such a system. An outline of a design for a Picture Production system is presented via the use of a simple example.

15 Architecture, design, and implementation of a multimedia conference system
Anna A. Haĉ, Dongchen A. Lu
March 1997 **International Journal of Network Management**, Volume 7 Issue 2

Full text available: pdf(517.69 KB)   Additional Information: full citation, abstract, references, index terms

In this article a new multimedia conference system is designed and implemented which allows a group of users to conduct a meeting in real time. Participants can jointly view and edit relevant multimedia information, including text, graphics, and still images distributed throughout the network. © 1997 John Wiley & Sons, Ltd.

16 <u>Layered construction for deformable animated characters</u>   ■
J. E. Chadwick, D. R. Haumann, R. E. Parent
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques**, Volume 23 Issue 3

Full text available: pdf(2.49 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

> A methodology is proposed for creating and animating computer generated characters which combines recent research advances in robotics, physically based modeling and geometric modeling. The control points of geometric modeling deformations are constrained by an underlying articulated robotics skeleton. These deformations are tailored by the animator and act as a muscle layer to provide automatic squash and stretch behavior of the surface geometry. A hierarchy of composite deformations provides t ...

17 <u>Special issue on knowledge representation</u>   ■
Ronald J. Brachman, Brian C. Smith
February 1980 **ACM SIGART Bulletin**, Issue 70

Full text available: pdf(13.13 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>

> In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a survey of current knowledge representation research. We felt that there were twe useful functions such an issue could serve. First, we hoped to elicit a clear picture of how people working in this subdiscipline understand knowledge representation research, to illuminate the issues on which current research is focused, and to catalogue what approaches and techniques are currently being developed. Secon ...

18 <u>Using the multi-layer model for building interactive graphical applications</u>   ■
Jean-Daniel Fekete, Michel Beaudouin-Lafon
November 1996 **Proceedings of the 9th annual ACM symposium on User interface software and technology**

Full text available: pdf(1.29 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

> **Keywords**: graphic model, interaction, multi-layer model, optimizations, toolkits

19 <u>Consistency maintenance in real-time collaborative graphics editing systems</u>   ■
Chengzheng Sun, David Chen
March 2002 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 9 Issue 1

Full text available: pdf(480.90 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

> Real-time collaborative graphics editing systems allow a group of users to view and edit the same graphics document at the same time from geographically dispersed sites connected by communication networks. Consistency maintenance in the face of concurrent accesses to shared objects is one of the core issues in the design of these types of systems. In this article, we propose an object-level multiversioning approach to consistency maintenance in real-time collaborative graphic editors. This appro ...

> **Keywords**: Collaborative graphics editors, GRACE, computer-supported cooperative work, consistence maintenance, convergence, groupware, intention preservation, multiversioning

20   ■
<u>Tools and approaches for task modelling: SketchiXML: towards a multi-agent design</u>

tool for sketching user interfaces based on USIXML

Adrien Coyette, Stéphane Faulkner, Manuel Kolp, Quentin Limbourg, Jean Vanderdonckt
November 2004 **Proceedings of the 3rd annual conference on Task models and diagrams**

Full text available: pdf(258.39 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

During these last years, many researchers have proposed new alternatives for early interface design based on hand-sketch. But these new alternatives seem to be dedicated to obsolescence as they only offer the possibility to generate user interfaces for a single platform in a unique language. Indeed, in a context where the number of computing-platforms and system environments is exploding, new alternatives should be considered. This paper presents an innovating alternative with SketchiXML, a mult ...

Keywords: BDI, SKwyRL, development processes, interface sketching, multi-agent architecture, multi-path development, multi-platform, user interface description language, user interface engineering

Results 1 - 20 of 200   Result page: **1**   <u>2</u>   <u>3</u>   <u>4</u>   <u>5</u>   <u>6</u>   <u>7</u>   <u>8</u>   <u>9</u>   <u>10</u>   <u>next</u>